ITEM
Alarm Clock

This Item is of no use except that it can be thrown up to 5 squares directly in front of you, scoring a Hit on the first Zombie in its path.

Discard when thrown.

AP Cost: 1
Throw: Yes

ITEM
Book

This Item is of no use except that it can be thrown up to 5 squares directly in front of you, scoring a Hit on the first Zombie in its path.

Discard when thrown.

AP Cost: 1
Throw: Yes

ITEM
Boot

This Item is of no use except that it can be thrown up to 5 squares directly in front of you, scoring a Hit on the first Zombie in its path.

Discard when thrown.

AP Cost: 1
Throw: Yes

ITEM
Bottle of Beer

This Item is of no use except that it can be thrown up to 5 squares directly in front of you, scoring a Hit on the first Zombie in its path.

Discard when thrown.

AP Cost: 1
Throw: Yes

ITEM
Bowling Trophy

This Item is of no use except that it can be thrown up to 5 squares directly in front of you, scoring a Hit on the first Zombie in its path.

Discard when thrown.

AP Cost: 1
Throw: Yes

ITEM
Can of Soda

This Item is of no use except that it can be thrown up to 5 squares directly in front of you, scoring a Hit on the first Zombie in its path.

Discard when thrown.

AP Cost: 1
Throw: Yes

ITEM
Iron

This Item is of no use except that it can be thrown up to 5 squares directly in front of you, scoring a Hit on the first Zombie in its path.

Discard when thrown.

AP Cost: 1
Throw: Yes

ITEM
Money Jar

This Item is of no use except that it can be thrown up to 5 squares directly in front of you, scoring a Hit on the first Zombie in its path.

Discard when thrown.

AP Cost: 1
Throw: Yes

ITEM
Paperweight

This Item is of no use except that it can be thrown up to 5 squares directly in front of you, scoring a Hit on the first Zombie in its path.

Discard when thrown.

AP Cost: 1
Throw: Yes

ITEM
Snow Globe

This Item is of no use except that it can be thrown up to 5 squares directly in front of you, scoring a Hit on the first Zombie in its path.

Discard when thrown.

AP Cost: 1
Throw: Yes

ITEM
Softball

This Item is of no use except that it can be thrown up to 5 squares directly in front of you, scoring a Hit on the first Zombie in its path.

Discard when thrown.

AP Cost: 1
Throw: Yes

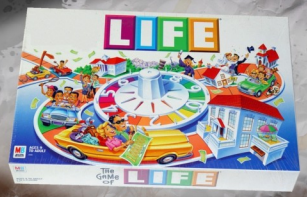
ITEM
Telephone

This Item is of no use except that it can be thrown up to 5 squares directly in front of you, scoring a Hit on the first Zombie in its path.

Discard when thrown.

AP Cost: 1
Throw: Yes

JUNK
Board Game



This piece of Junk cannot be carried with you, but you may throw it up to 3 squares beside or behind you, scoring a Hit on the first Zombie in its path.

Whether or not you toss it, discard immediately and continue searching.

AP Cost: 0

JUNK
Bowling Ball

This piece of Junk cannot be carried with you, but you may throw it up to 3 squares beside or behind you, scoring a Hit on the first Zombie in its path.

Whether or not you toss it, discard immediately and continue searching.

AP Cost: 0

JUNK
Coffee Pot

This piece of Junk cannot be carried with you, but you may throw it up to 3 squares beside or behind you, scoring a Hit on the first Zombie in its path.

Whether or not you toss it, discard immediately and continue searching.

AP Cost: 0

JUNK
Dumbbell

This piece of Junk cannot be carried with you, but you may throw it up to 3 squares beside or behind you, scoring a Hit on the first Zombie in its path.

Whether or not you toss it, discard immediately and continue searching.

AP Cost: 0

JUNK
Game Console

This piece of Junk cannot be carried with you, but you may throw it up to 3 squares beside or behind you, scoring a Hit on the first Zombie in its path.

Whether or not you toss it, discard immediately and continue searching.

AP Cost: 0

JUNK
Guitar Amp

This piece of Junk cannot be carried with you, but you may throw it up to 3 squares beside or behind you, scoring a Hit on the first Zombie in its path.

Whether or not you toss it, discard immediately and continue searching.

AP Cost: 0

JUNK
Lamp

This piece of Junk cannot be carried with you, but you may throw it up to 3 squares beside or behind you, scoring a Hit on the first Zombie in its path.

Whether or not you toss it, discard immediately and continue searching.

AP Cost: 0

JUNK
Laptop

This piece of Junk cannot be carried with you, but you may throw it up to 3 squares beside or behind you, scoring a Hit on the first Zombie in its path.

Whether or not you toss it, discard immediately and continue searching.

AP Cost: 0

JUNK
Paint Can

This piece of Junk cannot be carried with you, but you may throw it up to 3 squares beside or behind you, scoring a Hit on the first Zombie in its path.

Whether or not you toss it, discard immediately and continue searching.

AP Cost: 0

JUNK
Scuba Tank

This piece of Junk cannot be carried with you, but you may throw it up to 3 squares beside or behind you, scoring a Hit on the first Zombie in its path.

Whether or not you toss it, discard immediately and continue searching.

AP Cost: 0

JUNK
Toolbox

This piece of Junk cannot be carried with you, but you may throw it up to 3 squares beside or behind you, scoring a Hit on the first Zombie in its path.

Whether or not you toss it, discard immediately and continue searching.

AP Cost: 0

JUNK
Vase

This piece of Junk cannot be carried with you, but you may throw it up to 3 squares beside or behind you, scoring a Hit on the first Zombie in its path.

Whether or not you toss it, discard immediately and continue searching.

AP Cost: 0